

# Monster Snowboard

OWNER'S MANUAL — Please read before using this equipment.

With your Monster Snowboard game, you can enjoy the excitement of this extreme sport almost anywhere! See how many points you can rack up within the time limit while avoiding crashes and obstacles. The game has a qualifying level and two competition levels, as well as realistic sound effects. It even vibrates if you wipe out! The game saves the best time and point records, so you can compare your best performance against the clock or with another player.

## INSTALLING BATTERIES

Your snowboard requires two AAA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

### Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

Follow these steps to install batteries.

1. Use a Phillips screwdriver to loosen the screw on the battery compartment cover, then lift the cover to remove it.

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2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the cover and tighten the screw to secure it.

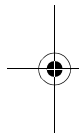


When the display dims, the sound becomes distorted, or the game stops operating properly, replace the batteries.

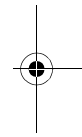
**Warning:** Dispose of old batteries promptly and properly. Do not burn or bury them.


**Caution:** If you do not plan to use the game for several weeks, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

To save battery power, the game automatically turns off if you do not press any button for about 5 minutes.



## TURNING THE SOUND ON/OFF



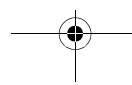
Repeatedly press **SOUND** to turn the sound on or off at any time.  appears when the sound is on.

## OBJECT OF THE GAME

The object of the game is to finish the race as quickly as possible while avoiding any crashes and obstacles (stones, snow bumps, and gates).

There are 3 different modes of play, each more difficult than the last:

- **PRACTICE** — no obstacles (this mode lets you practice using the game's controls)



**Note:** You must complete at least one race in **PRACTICE** mode within two minutes before you can play in **SLALOM** or **GIANT SLALOM** mode. **QUALIFIED** appears when you successfully complete a race in **PRACTICE** mode.

- **SLALOM** — three kinds of obstacles (stones, snow bumps, and 28 sets of gates) with four different routes
- **GIANT SLALOM** — three kinds of obstacles (stones, snow bumps, and 22 sets of gates) with four different routes

You can also select whether to play by yourself (racing against the clock) or with another player (racing head-to-head).

You can recall the record in each mode. The preset record is 1 minute 35 seconds (for **SLALOM** mode) and 1 minute 20 seconds (for **GIANT SLALOM** mode). **CHAMPION** appears when a player beats the preset record.

The number of points you earned appear when you finish the race in **SLALOM** or **GIANT SLALOM** mode.

In **SLALOM** mode

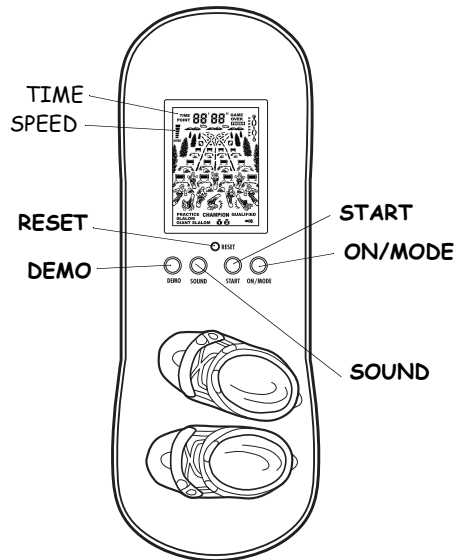
Obstacle	Points Earned if You Pass:	Points Earned if You Jump/Ski Over:
Stones	10	30
Snow Bumps	10	30
Gates	None	40

**Note:** 1 second is deducted from your time for every 100 points you earn in **SLALOM** mode.

In GIANT SLALOM mode

Obstacle	Points Earned if You Pass	Points Earned if You Jump/Ski Over
Stones	10	30
Snow Bumps	10	20
Gates	None	30

## A QUICK LOOK AT YOUR SNOWBOARD



**DEMO** — press to view a demonstration of *GIANT SLALOM* mode.

**SOUND** — turns the sound on or off.

**RESET** — resets the game.

**START** — starts the game.

**ON/MODE** — turn on the game and selects the play mode.



**TIME** — shows the elapsed time.

**SPEED** — appears with a series of bars. The more bars that appear, the faster your speed.

## PLAYING THE GAME

1. Press **ON/MODE** to turn on the game.
2. Insert your index and middle fingers into the boots. This helps you easily control the snowboard.
3. Repeatedly press **ON/MODE** to select a mode (**PRACTICE**, **SLALOM**, or **GIANT SLALOM**).

**Note:** You must complete at least one race in **PRACTICE** mode within two minutes before you can select **SLALOM** or **GIANT SLALOM** mode. **QUALIFIED** appears when you complete a race in under 2 minutes in **PRACTICE** mode.

4. Repeatedly tilt the rear of the game up to select  (player one icon) or  (player two icon).
5. Repeatedly tilt the game left to select the racing route.

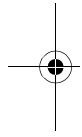


6. Press **START** to start the game. The game starts to count the time. The game counts the total time you use until you finish the race.

Tilt the rear of the game up to move the snowboard forward and speed up. An arrow appears to indicate that a curved lane is ahead. Tilt the game left or right to avoid obstacles you see. Tilt the front of the game up to jump obstacles or slow down.

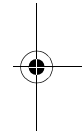
The game shakes if you crash the snowboard. Tilt the front of the game up to get back up, then tilt the rear of the game up to continue.

In **PRACTICE** mode, **FINISH** appears when you finish the race, and your time appears for about five seconds. In **SLALOM** or **GIANT SLALOM** mode, **GAME OVER** appears above **FINISH** when you finish the race, and your time and points appear for about five seconds.



7. To play again, repeatedly press **ON/MODE** to select a mode then press **START** to play a new game.

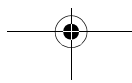
**Note:** If you want to start a new game before you finish the race, press **ON/MODE** then **START**.





## RECALLING THE HIGH SCORE

When you finish a race or the game is over, you can recall the high score in each of the game's modes.

1. Repeatedly press **ON/MODE** until the mode you want appears.





2. Repeatedly tilt the rear of the game up to select  (player one icon) or  (player two icon).
3. Tilt the game backward. The best time and points in the mode you selected alternate.

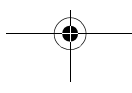
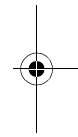
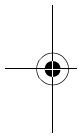
## RESETTING THE GAME

If the game stops operating properly, use a pointed object (such as a straightened paper clip) to press **RESET**. This cancels the current game and clears all best records.

## CARE

Keep the snowboard dry; if it gets wet, wipe it dry immediately. Use and store the snowboard only in normal temperature environments. Handle the snowboard carefully; do not drop it. Keep the snowboard away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the snowboard's internal components can cause a malfunction and invalidate its warranty. If your snowboard is not performing as it should, take it to your local RadioShack store for assistance.



### Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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